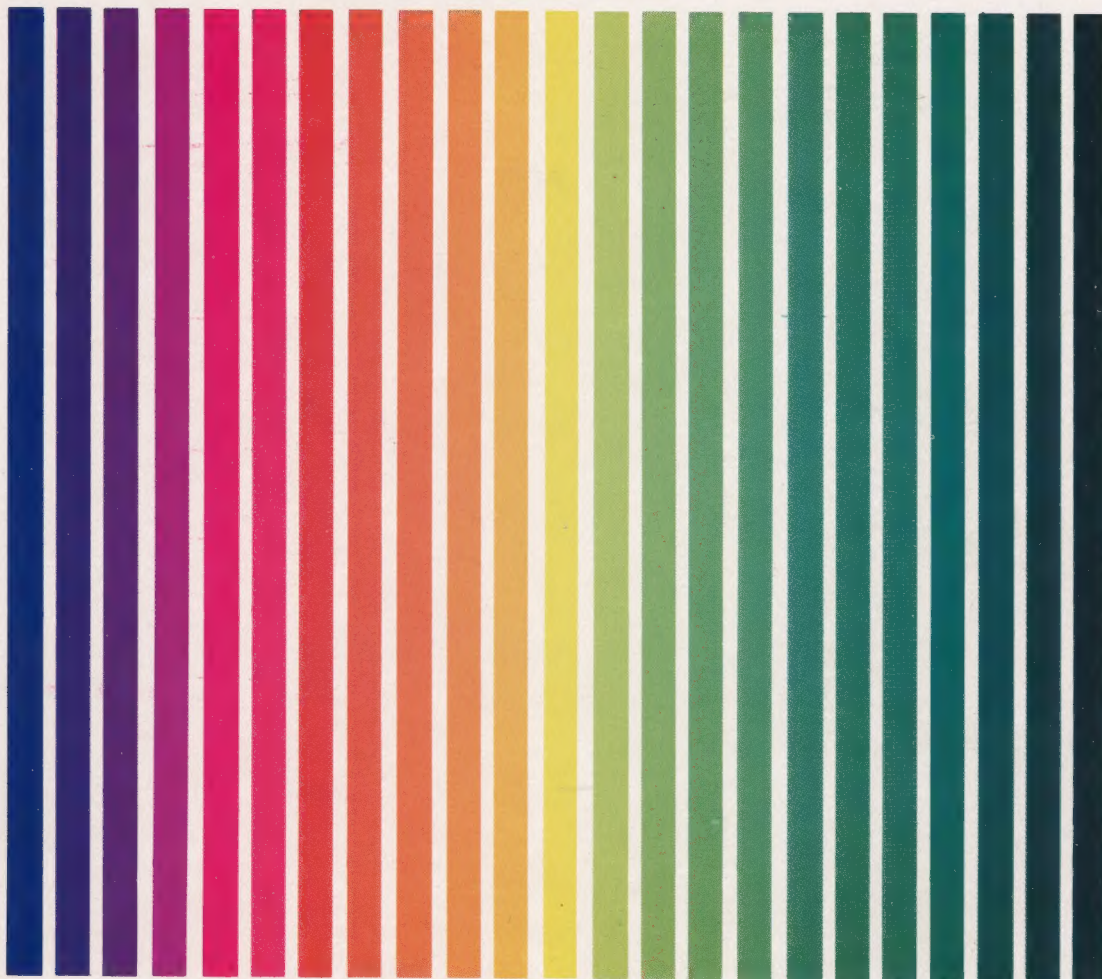# CPX

ATARI® PROGRAM EXCHANGE

Dale Disharoon

SPELLING GENIE

**Four one-player spelling games
using preset lists or your own (ages 5-14)**

Cassette: 16K (APX-10145)   Diskette: 24K (APX-20145)

User-Written Software for ATARI Home Computers

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**Four one-player spelling games
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SPELLING GENIE

by

Dale Disharoon

Program and Manual Contents © 1982 Dale Disharoon

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The ATARI Program Exchange
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Santa Clara. CA 95055

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INTRODUCTION

OVERVIEW

SPELLING GENIE is four different spelling games rolled into one. You can play the games by yourself or with a friend. You can enter your answers using the computer keyboard or a Joystick Controller, or a combination of the two.

Each game uses ten words. You can choose one of the SPELLING GENIE'S nine word lists, or you can type in your own list. Using your own list lets you turn your weekly spelling assignment into a game!

The four games use your word list in different ways. Pop On flashes a word briefly. You repeat the spelling of the word. Mix Up displays a word scrambled up. You unscramble it, spelling it correctly. Vowels displays a word with a blank space in place of each vowel. You figure out what's missing and then spell the complete word. Whizzer displays all ten words with a spinning target opposite one of the words. You spell the word opposite the target to activate the whizzer. When you're ready to whip through all variations, you can choose the Tournament option, in which you play each game without stopping between games.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

OPTIONAL ACCESSORIES

One ATARI Joystick Controller per player
ATARI printer or equivalent printer

GETTING STARTED

LOADING SPELLING GENIE INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the left cartridge slot of your computer.

2. If you plan to use the joystick option, plug Player #1's Joystick Controller into the first controller jack at the front of your computer console. Plug Player #2's joystick into the second controller jack.

3. If you plan to have the spelling word lists printed, be sure to connect your ATARI printer to your system and turn it on.

4. If you have the cassette version of SPELLING GENIE:

   a. Turn on your TV set.

   b. Connect your program recorder to the computer and to a wall outlet.

   c. Slide the SPELLING GENIE cassette in the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Hold down the START key while you turn on the computer. Press the RETURN key two times to start the loading of the tape into computer memory.

   e. When the tape finishes loading, the program will start automatically.

   If you have the diskette version of SPELLING GENIE:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the SPELLING GENIE diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the title and copyright notice display as the genie goes to work!

THE GENIE'S MENU

INTRODUCTION

Shortly after the genie finishes showing off, the menu of games and options displays. It looks like this:

<u>THE GENIE'S MENU</u>

```
==>  WORD BANK
     POP ON
     MIX UP
     VOWELS
     WHIZZER
     TOURNAMENT
     HOW MANY? 10
     PLAYERS? 1
```

What the menu items mean

Before playing a game, you must first go to the WORD BANK and select one of the word lists that comes with SPELLING GENIE, or type in your own ten words. POP ON, MIX UP, VOWELS, and WHIZZER are your game choices, and TOURNAMENT is the four-game option. You use the HOW MANY? option only when you're playing with a friend. It refers to the number of words you want each game to run through. PLAYERS? refers to the number of players. (If you're playing by yourself, make sure "1" appears next to PLAYERS and then continue.) If you're playing with a friend, you have to set HOW MANY? to 2, as explained later. If you play with a friend, read the sections describing the HOW MANY? and PLAYERS? options before starting a game.

Selecting menu items

To select an item on the menu, you move the arrow to the game or option you want. You can move the arrow in two ways. You can press the OPTION key on the righthand side of the computer keyboard to move the arrow down. After pointing to the last item, the arrow begins again at the top of the list. Or, you can move the arrow down the list by pushing the joystick toward you and up the list by pushing the joystick away from you. Make sure that the red button is at your upper left and that you use the joystick plugged into the leftmost controller jack. Try both ways. Then, to signal the computer you want to activate a game or option, press either the SELECT key or the red joystick button. Since you must select a word list before you can play any of the games, move the arrow to WORD BANK and then press the SELECT key or the red joystick button.

WORD BANK

After you select WORD BANK, a list numbered from one to ten displays, with dots you replace with letters, if you decide to use your own list of words. The screen looks like this:

```
              YOUR WORD BANK
              xxxxxxxxxxxxxxx

       1.  ^............

       2.  ............
                              ----------------
       3.  ............      | START | MENU  |
                             | OPTION| PRINT |
       4.  ............      | SELECT| WORDS |
                              ----------------
       5.  ............

       6.  ............

       7.  ............

       8.  ............

       9.  ............

      10.  ............
```

You use the WORD BANK option to do any of three things:

   * to type your own list of ten words

   * to select one of SPELLING GENIE's lists

   * to print an existing word list

Typing your own list

Enter your own list by typing one word on each of the ten lines. Use lowercase letters only, and don't use any punctuation marks (like , or ' or ").

After you type a word, press the RETURN key or the DOWN ARROW to drop down to the next line. You can move anywhere around the list without affecting the words by using the UP, DOWN, LEFT, and RIGHT ARROW keys. A blinking dot or letter (represented by a "^" in the figure above) indicates where you are on the list. Try it.

If you make a spelling mistake, you can erase letters by spacing or backspacing over them. To erase all ten words at once and start over, press the SHIFT and CLEAR keys at the same time.

You can return to the WORD BANK screen at any time during a game, either to type a new

list, or to change some of the words, or to correct a misspelled word.

Selecting one of SPELLING GENIE's lists

SPELLING GENIE comes with nine word lists. Each list has a theme. To choose one of these lists, press the SELECT key. The nine themes then display:

```
0 | NONE
1 | ANIMALS
2 | BUGABOOS
3 | FRUITS
4 | VEGIES
5 | YOUR BODY
6 | INSIDE YOU
7 | VEHICLES
8 | HOME
9 | THE EARTH
```

The 0|NONE is there in case you decide you don't want to change the current word list after all. (When you press the zero key, the nine titles disappear and the first letter of the first word on the current list blinks, telling you that you can work on the list, if you want to.) To choose any of SPELLING GENIE's word lists, press its number key. For example, to use the VEHICLES word list, press the 7 key. The computer takes a few seconds to choose ten words and then returns you immediately to the menu. It does this so you can play the games without knowing what the words are going to be. But if you want to know ahead of time, or if you want to change or print the list you selected, just return to the WORD BANK.

Printing a word list

Printing a word list is easy if you have an ATARI printer connected to your system and turned on. Once you have a word list (either one you typed yourself or one you chose from SPELLING GENIE), press the OPTION key. SPELLING GENIE then prints the current list. For example, a BUGABOOS word list prints like this:

```
         * * * YOUR SPELLING WORDS * * *

      1. cricket.....

      2. gnat.........

      3. butterfly...

      4. flea........

      5. moth........

      6. fly.........

      7. wasp........

      8. hornet......

      9. bee.........

     10. aphid.......
```

If your printer isn't ready, the message "PRINTER?" displays to remind you to turn it on.

Returning to SPELLING GENIE's menu

When you finish using the WORD BANK option, press the START key. SPELLING GENIE returns you to the menu and you can select a game or another option.

THE FIVE GAME VARIATIONS

You use the same methods to play all four games and to use the Tournament option. Before describing these methods, we'll look at the five game variations. Then pick a game to try out as you read about how to play.

POP ON

One at a time, a word from your current list flashes briefly on the screen, which looks like this (using a word from the BUGABOOS list):

```
            .  pop  on

               ------
            |  3:00  |
               ------


        ---------------------
        |       aphid        |
        ---------------------


        ================
        ^
```

                    SCORE: 0

(The three-minute timer displays only when you play alone.) To score a point, you must spell the word correctly, entering the letters where the arrow is pointing. If you spell the word incorrectly and then press the RETURN key or the red joystick button to signal the end of your word, nothing happens. That's SPELLING GENIE's way of telling you the word isn't spelled correctly, so try again. If you don't catch the word the first time, don't worry. It flashes every five or six seconds.

MIX UP

One at a time, a word from your current list displays on the screen with the letters scrambled. For example, the word "aphid" might look like this:

```
            mix up

            ------
          | 3:00 |
            ------

    ------------------
   |    dpiha          |
    ------------------

    =============
   ^
```

            SCORE: 0

(The three-minute timer displays only when you play alone.) To score a point, you must unscramble and spell the word correctly, entering the letters where the arrow is pointing. Just like Pop On, SPELLING GENIE won't accept your word if you spell it incorrectly.

VOWELS

One at a time, a word from your current list displays on the screen with blank spaces in place of the vowels a, e, i, o, and u. (Vowels are usually the trickiest part of spelling a word correctly.) For example, the word "aphid" might look like this:

```
              vowels

            ------
           | 3:00 |
            ------


        ------------------
       |        _ph_d.      |
        ------------------

        ==============
        ^
```

                 SCORE: 0

(The three-minute timer displays only when you play alone.) To score a point, you supply the missing vowels and spell the whole word correctly, entering the letters where the arrow is pointing. Just like Pop On, SPELLING GENIE won't accept your word if you spell it incorrectly.

WHIZZER

Whizzer uses all ten words at once. The list displays on the lefthand side of the screen and a spinning target (the whizzer) appears on the right, opposite one of the words. For example, a BUGABOOS word list looks like this:

```
                word whizzer

        cricket    |
        gnat       |
        butterfly  |
        flea       |
        moth       |
        fly        |
        wasp       |                    x
        hornet     |
        bee        |
        aphid      |


        =============
        ^
        |
                SCORE:  0
```

To score a point and activate the whizzer, you must match the word opposite the whizzer--in this case "wasp"--and then spell it correctly, entering the letters where the arrow is pointing. You won't activate the whizzer if you pick the wrong word or if you spell the right word incorrectly.

TOURNAMENT

The Tournament option automatically runs through all four games, one after the other. SPELLING GENIE always uses ten words for each game in Tournament play, and so a perfect score is forty.

HOW TO PLAY THE GAMES

When you play alone

You may use either the Joystick Controller plugged into the leftmost jack, or the keyboard to enter 10, twenty, thirty, forty, or fifty words and pick your options, or you can use both! In each game, a small arrow beneath the word entry line shows your current position.

Entering words with the Joystick Controller. You can move left and right along the word line by pushing the joystick left and right. Now move the joystick toward you or away from you. Letters start appearing forward or backward through the alphabet. To spell a word with the joystick, push the joystick until the letter you want appears, and then move the arrow to the next letter space and repeat the first step. When you finish spelling the word, press the red trigger button to signal the end of the word.

If you spelled the word correctly, SPELLING GENIE lets out a short whistle, awards you a point and continues the game. If you misspelled the word, SPELLING GENIE ignores your signal, and you should try again. To correct a word, move to the letter you want to replace and cycle through the alphabet again until you reach the letter you want.

Entering words using the keyboard. You can also enter words on the word entry line by typing the letters from the keyboard. As you type a letter, the arrow moves to the next space. When you're finished, press the RETURN key.

If you spelled the word correctly, SPELLING GENIE lets out a short whistle, awards you a point and continues the game. If you misspelled the word, SPELLING GENIE ignores your signal, and you should try again. To correct a word, move to the incorrect letter(s) by backspacing and retype the letter(s).

Scoring. When you play alone, the games display a countdown clock at the top of the screen. The clock is set for three minutes. (The clock doesn't display for Whizzer, but it's still going!) You have three minutes to enter as many correct spelling words as possible. The clock stops automatically while the computer chooses, mixes, and otherwise scrambles the words. The game ends when either the three-minute timer runs out or when you've entered all fifty words correctly. A perfect score is fifty (except for Tournament, when it's forty).

When you play with a friend

Selecting a two-player option. When you play SPELLING GENIE with a friend, you must first use the PLAYERS? option to set the games for two players. Move the arrow down to PLAYERS? and then press the SELECT key or the red joystick button to display a 2. Now you can choose a game or another option. (If you want to play a game alone, go back to the PLAYERS? option and press the SELECT key again to display a 1.)

Selecting the number of words per game. SPELLING GENIE goes through 10 words for each two-player game. However, you can change this number to twenty, thirty, forty, or fifty if you want. To do so, move the arrow on the SPELLING GENIE menu to the HOW MANY? option and then press the SELECT key or the red joystick button until the number you want displays. Now you can choose a game or another option. (You can change this number by going back to the HOW MANY? option and pressing the SELECT key or the red joystick button

until your desired number appears.)

Entering your names. When you use the two-player option, SPELLING GENIE asks you to
enter two names. At this point, if you only press the RETURN key, SPELLING GENIE assumes
player 1 and player 2. Otherwise, you can use the keyboard to type in the name of the
person using the leftmost joystick and press the RETURN key. Then type in the name of the
person using the second joystick and press the RETURN key again. For your chosen game,
each player's name displays over a score area and a word entry line.

Using your joysticks. When you play with a friend, you both use joysticks to spell your
words. Read about how to use the joysticks under "When you play alone".

Scoring. When you play with a friend, the games aren't timed and no countdown clock
displays on the screen. You race against each other to be the first to enter a word
correctly on your word entry line. A game ends when you've reached the number of words
you chose in the HOW MANY? option.

When you face hard words

If you find a word too hard, you can tell SPELLING GENIE to skip it and go on to the next
one by pressing the SELECT key. You might want to do this during a game of Mix Up, where
the letters are scrambled.

If you want to quit a game before it ends

If you want to stop playing before a game is over, press the START key to return to the
SPELLING GENIE menu.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

_____

_____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the program or user instructions:

_____

_____

_____

From

_____

_____

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